

X XBOX

NASCAR[®]

HEAT™

2002

Designed by
NASCAR[®] Drivers,
Raced by their Fans!

INFOGRAPHES™

EVERYONE
CONTENT RATED BY ESRB

MGI

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About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

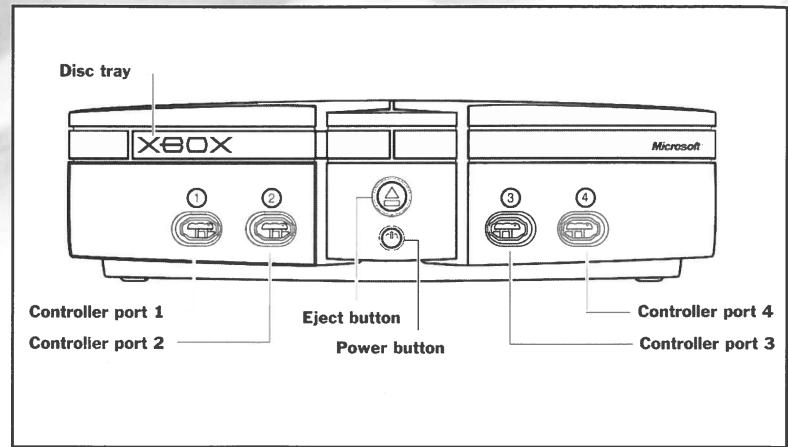
Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

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Using the Xbox™ Video Game System



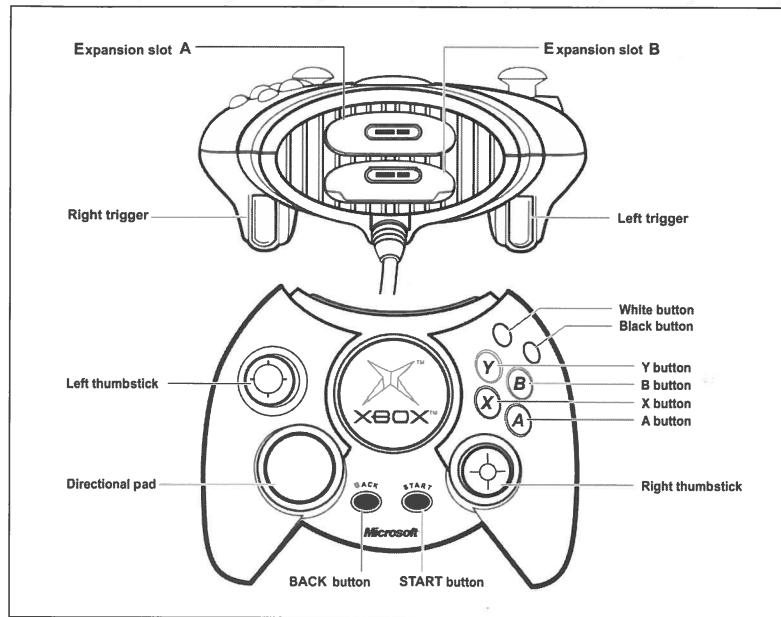
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NASCAR® Heat™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *NASCAR® Heat™*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

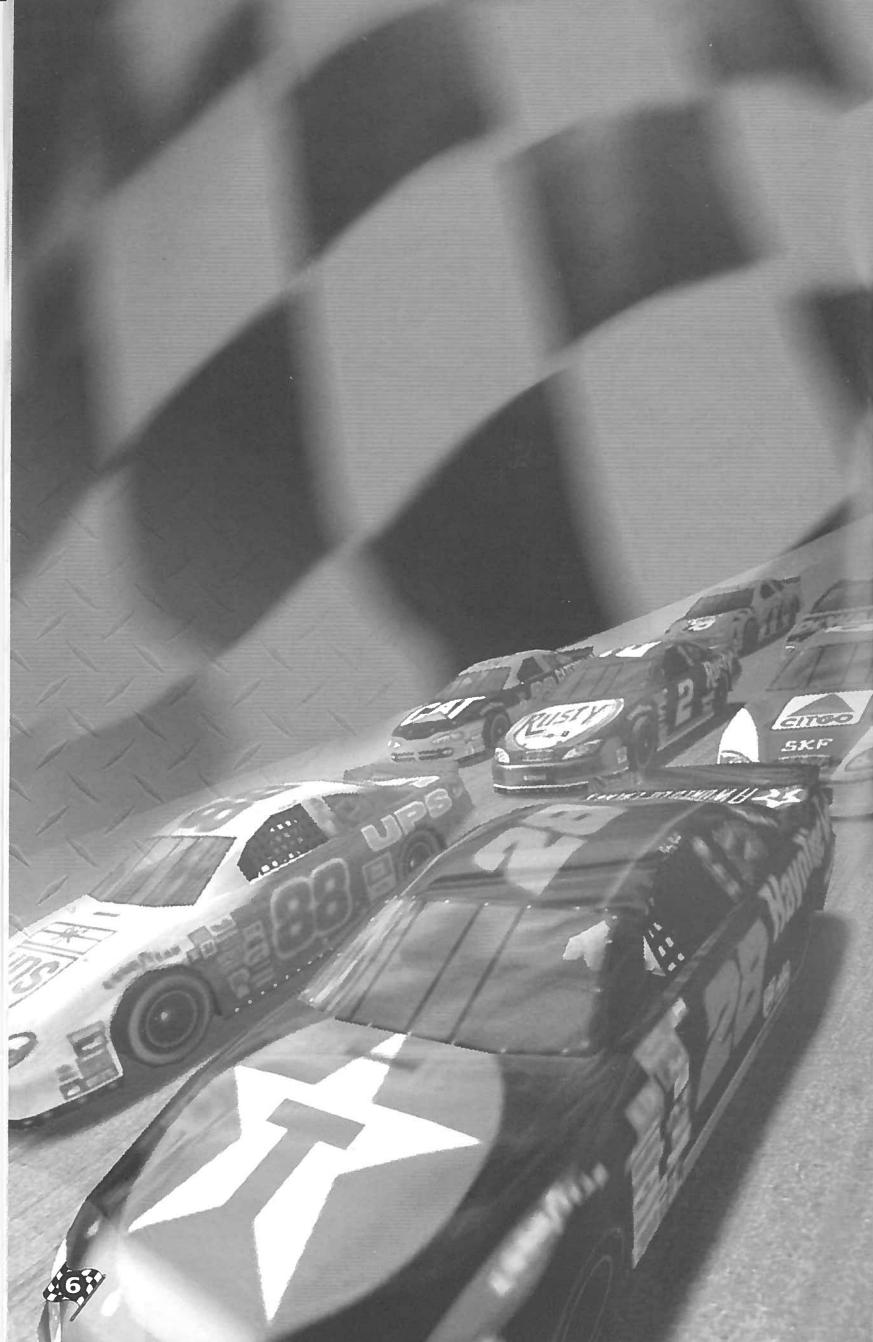
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play the *NASCAR® Heat™* game.

Y button – Switch camera view
X button – Toggle rear view mirror
B button – Upshift (manual transmission)
A button – Downshift (manual transmission)
White button – Toggle car info in race
Black button – Toggle race info
Directional pad – Steering
Left thumbstick – Steering
Right thumbstick – Look left or right (in car)
BACK button – Not used
START button – Pause menu
Right trigger – Gas
Left trigger – Brake



INTRODUCTION

Welcome race fans! Are you ready to feel the heat of full-throttle, door-to-door, NASCAR® racing? It makes no difference whether you're a racing rookie or a simulation veteran; the *NASCAR® Heat™* game for the Xbox™ video game system from Microsoft throws you into the easily managed action instantly. In other words, you don't have to be a pro to experience the excitement of the pros.

Climb into the drivers seat and you're ready for all the thrills — and spills — of America's #1 motorsport. The *NASCAR® Heat™* game offers you top-name drivers and tracks. You can learn how it feels to rub fenders with Kevin Harvick, Rusty Wallace, Dale Jarrett and Jeff Gordon or one of more than 25 championship drivers. Moreover, you can mix it up with the "big boys" on 19 of *NASCAR®* racing's hottest tracks, including the world famous Daytona International Speedway®.

Fun is what counts in racing, and you'll have it at every turn. For example, the *NASCAR® Heat™* game's Race the Pro mode pits you against hot shoes such as Matt Kenseth, Sterling Martin and Dale Earnhardt Jr. in head-to-head duels for driving supremacy. On the flip side of the car, our Beat the Heat feature plops you into the middle of more than 30 adrenaline-charged racing scenarios, often with *NASCAR®* racing's top personalities providing helpful tips.

Better still, the *NASCAR® Heat™* game is geared for all skill levels. Those who haven't driven an interactive racing simulation need not worry — Infogrames and MGI have you covered. The *NASCAR® Heat™* game is designed to dynamically adjust to give *NASCAR®* racing fans of all skill levels the ultimate *NASCAR®* racing experience.

Nevertheless, experienced simulation racers need not fret. The *NASCAR® Heat™* game is loaded with enough options to keep you busier than a one-man pit crew. And that is the game's special attraction. Whether you are the second coming of the King or are challenged by driving a golf cart, there are racing thrills for you in the *NASCAR® Heat™* game.

Gamers with the need for speed are in for a real treat. We've prepared the most exhilarating, thrill-ride action ever spawned by a stock car racing title. So, what are you waiting for? Just hit the throttle!

CHAPTER 1: Revving Your Engines — Your First Race

SETTING UP A RACE

After tearing through the package and inserting the game disc, you are probably ready to rock. We understand. You bought the game to race, not read. So, let's go ahead and take a few laps at DAYTONA®. First, launch the game and watch the introduction. Following the Introduction, the title screen will appear. Press the START button and the Main Menu will appear. Highlight Single Race and press the A button to display the Driver Select screen. Press left or right on the directional pad to scroll through the list of available cars/drivers. Once you have decided whom you want to use, press the A button. Next, the Driving Aids Menu appears. Leave the settings as-is for now, and press the A button to continue.

The Tracks menu now fills the screen. Press left or right on the directional pad to cycle through the available tracks. When the track you want is displayed on screen (in this case, DAYTONA®), press the A button to finalize your decision and advance to the Race Weekend Setup menu. We're almost ready to burn rubber.

Since you're only going to take a quick trip around the track, we need to modify the number of laps for the race. Highlight Race Length and select a time by pressing left or right with the directional pad.

Use the directional pad to scroll down to Race Length to reduce the length of the race to 2 laps (or 1%). Press the A button to head out onto DAYTONA®. Enjoy the ride!

RUNNING A QUICK RACE

Now you'll enter the race day menu with Practice as the highlighted option. We'll come back to the race day menu later. For now scroll to the right, highlight Race and press the A button. The green flag waves and you're racing! Take it easy: Be smooth, try to avoid jerky movements and just follow the leader as the pack accelerates through DAYTONA®'s first two turns. Wait until the back straight away to pass, pick off a couple of cars, and then drop back in line. Continue the pattern for two laps — never letting off the throttle — and you'll finish reasonably well.

What You've Discovered

You may have found that although the *NASCAR Heat™* game is great fun, there is room for personal improvement. The first thing you probably noticed on your initial trip around DAYTONA® is the aggressive competition. Face it, the pros aren't going to give you any slack, so neither is the *NASCAR Heat™* game (well, maybe a little!). Driving well requires knowledge and a bit of practice. Overall, if you're going to stay in the race, you'll have to do a couple of things well.

First, you should always have an idea of where your competition is. This means that you must pay attention to your Spotter, the voice you hear calling out such instructions as "car low" or "clear high." He warns you of nearby opponents, information invaluable for preventing wrecks. Always listen to your Spotter, and you will have a much better chance of keeping your car shiny side up.

Secondly, you must drive "the line" to be competitive. For those of you unfamiliar with this racing term, the line is the fastest and most efficient path around a track. Don't be fooled: the line is usually not the shortest path, especially when racing ovals. The key to driving the line is knowing how to drive a course's curves. You want to exit each



turn in a manner that gives you the fastest speed on the ensuing straight. How you enter each turn, of course, affects the outcome of your exit. Furthermore, the line for each track is different. Only getting out there and practicing will teach you those differences.

TIP: Watch how the Computer Opponents' cars follow the line.

TIP: The darker portion of the tracks show the racing groove — the section of the track where other cars have laid more rubber. The groove is a good indication of the line.

A Second Try

Let's start the race again and see if you can do a bit better. After all, there's always room for improvement.

Flash by the Start/Finish, nestle behind the cars in front, lightly tapping your brakes if necessary. Remember that Daytona International Speedway® enables competent drivers to easily average 190-plus-mph. Once you are clear of the initial traffic jam, you should never have to let off the throttle.

Move close to the outside wall after you pass the pit exit. Turn in where the grandstands end, and nudge your car toward the yellow dotted line near the apron. Nip the apron as you blast by the red star in front of the outside wall's "DAYTONA®." Straighten your wheels and launch your car onto the back straight away.

A smooth exit out of Turn Two is critical to a fast lap. Give the car its head and drift towards the wall on exit; doing so scrubs less speed. Remember, the back straight away is DAYTONA®'s longest straight, and the faster you enter this stretch, the faster you will roar down it.

Ease into Turn Three as soon as you feel the car banking at the end of the straight. Move towards the yellow dotted line and clip the apron's yellow line as you pull adjacent to the word "DAYTONA®" on the outside wall. Blast out of Turn Four and drift to the wall. As soon as you pass pit road to your left, drift inside, clipping the inside apron at the Start/Finish line. Do it again, and you'll find yourself rising steadily up the field... and this is just your second race!

Overview of Special Features

Let's take a look at a couple of the cool features we'll explain in the ensuing chapters. For starters, the game's Beat the Heat mode features some of the most exciting (and even informative) racing action ever. Pass the Beat the Heat challenges and you should be able to hold your own on any circuit against any driver. The game was designed to give players of all skill levels a great door-to-door racing experience. More experienced players can increase the difficulty settings to their liking. The *NASCAR Heat™* game offers racing fans more than just single race and championship season contests. Along with the four-player function, the *NASCAR Heat™* game also gives fans the chance to test their skill against top-rated *NASCAR* drivers in the Race the Pro mode. And thanks to the Xbox System Link Play feature, you can "link" your Xbox up to as many as eight other Xbox systems to race some rubber-burning, full-screen multiplayer action. So if you think you're good, let's see if you have what it takes to be a pro.

CHAPTER 2: GAME MENUS

THE MAIN MENU

From the Main menu screen you can choose a game mode, select a Player Name and adjust Options (audio effects and controller configurations).

CHANGE PLAYER SCREEN

You can edit the player info from the Main Menu by pressing the X button. On this screen, you can enter names for Players 1-4, which enables you to save individual records and seasons for up to four players on the Xbox hard disk.

To enter a name, highlight a selected player slot (Player 1, 2, 3 or 4) and press the X button. At this point, you will be on the Name Entry screen. Use the directional pad to highlight a letter and press the A button to select it. Press the Y button for lowercase letters. When you are done entering your name, press the B button.

Player Ratings: When you press the A button on the Player Selection screen, you will be brought to the Player Ratings tracking screen. This screen displays times and points earned for the Player you selected. At the top of the screen, your name and total points you've earned will be displayed.

This screen is broken up into 7 different categories. The race categories are as follows:

- Super Speedways
- Speedways (Highbanked)
- Speedways (Lowbanked)
- Short Courses
- Road Courses
- Beat the Heat
- Race the Pro

At any time you can enter the Event Ratings and track your progress. To view specific information, highlight the chosen category and press the A button. From there you will access the Raceway ratings screen, and by highlighting a certain track and pressing the A button you can see your personal track rating.

DRIVING AIDS MENU

As you'll find out, being a NASCAR driver is tough work. Driving aids may help ease you into the game. In all modes except Beat the Heat, driving aids can be adjusted to assist you.

Transmission: Select your preference: automatic or manual transmission.

Braking Help: Helps the car slow down under heavy turning, but also lessens the overall acceleration of the car.

Stability Help: Makes the car more stable and less likely to spin out, but also lessens the overall acceleration of the car.

Hardcore Mode: When this mode is enabled, no other aids are available. This is the ultimate mode for realism, with the car receiving no extra aids.



REPLAY

Following a race, you will be brought to the replay screen. While many of the control icons will be easily recognizable (Rewind, Fast Forward, Pause), you will notice three other important icons when using the awesome replay feature:



Helmet: Highlight this icon and press the A button to toggle through up to 43 cars.



Camera: Highlight this icon and press the A button to toggle through the views for the driver selected.



Up Arrow: Highlight this icon and press the A button to "hide" the control screen. Now move the left thumbstick to shuttle through the replay (forward and backward).

With the Replay Menu hidden, the Black and White buttons select cars in view, the Y button toggles through the camera views and the X button pauses the replay.

NOTE: The game will save nearly 28 minutes of replay action. If the race is longer, the replay will start at the beginning of the race and stop around the 28-minute mark. You can restart your replay in the replay screen as often as you want, but once you exit that screen, you will not be able to see that replay again.

Game Modes

Beat the Heat: Participate in the game's famous Beat the Heat challenges. Arranged in sets, these challenges are a white-knuckle adventure with more than 35 scenarios to pass. Pass each challenge and you'll be awarded a gold, silver, or bronze trophy for your skill and will advance to the next scenario. Along the way you might even see some famous faces.

Race the Pro: Would you like to go head-to-head against some of racing's best? Well, press the A button here to set up battles at various venues against Mike Skinner, Kurt Busch and a host of others. See if you have what it takes to challenge stock car racing's hottest stars on their favorite tracks.

Single Race: Run against the pros on *NASCAR* racing's famous tracks, including Daytona International Speedway®, Bristol Motor Speedway, Lowe's Motor Speedway, and Talladega Superspeedway®. Just choose a driver and a track, and when the green flag drops — floor it!

Multiplayer:

Head to Head – Split-screen mode for 2 to 4 players.

Create link game – Your Xbox can be the host of a multiplayer session.

Championship: Ever wanted to pursue a career in *NASCAR* racing? Well, dreams do come true. Sure, you might not smell the steaming asphalt, but the game's Championship mode is the next best thing. This mode, with its grueling season schedule, allows you to compete in the points standings. Experience all the ups and downs of a racing season first hand.

BEAT THE HEAT

Beat the Heat mode is perhaps the most innovative feature to ever grace a racing game. On the Main menu highlight Beat the Heat, press the A button and you're ready to go.

Pressing the directional pad will move you through the different challenges. You begin with simple and easy challenges at various tracks and gradually work your way up to the adrenaline-pumping final challenges. There are six Beat the Heat sets with only the first set open from the beginning of the game. As you pass a set, a new slightly tougher set will open for you.



- Set 1. Basics
- Set 2. Passing Lane
- Set 3. Rivals
- Set 4. Reflex
- Set 5. Advanced
- Set 6. The King

The Beat the Heat menu displays the various sets and type of challenges. Use the directional pad to preview the sets. While you can preview sets, you cannot race the sets out of order. You'll begin racing in Set 1, The Basics, and must successfully pass all the challenges before you can select Set 2, Passing Lane. Pressing the A button takes you to a more detailed Beat the Heat Set screen, featuring that set's challenges.

Use the A button to select a highlighted challenge. As with the sets, you must successfully complete the challenges in sequence and cannot select challenges you have not qualified for. The challenge criteria tell you what sort of performance is required to win a gold, silver, or bronze trophy and advance to the next challenge. To begin the highlighted challenge, simply press the A button. Allen Bestwick will give you a video introduction for every challenge and *NASCAR®* racing drivers may even show up to introduce a challenge or two. Get ready — once the track loads you'll be dropped right into the action. Pressing the START button will bring up the Pause menu. From there you can either Resume the current event, Restart the selected event or select Quit to return to the Beat the Heat menu.

After completing each challenge you must press the B button to exit to the Replay screen, or press the A button to Try Again. From the Replay screen, you can highlight X and press the A button to return to the set screen. If you've passed and won an award you can Try Again or go return to the set menu, where you'll find the next challenge highlighted.

Throughout the Beat the Heat challenges, you will receive 3 points for every gold trophy you receive, 2 points for every silver and 1 point for every bronze. The total of those points is used to give you a Beat the Heat rating, which will appear on the Player Ratings screen.

RACE THE PRO

Selecting the Race the Pro button on the Main menu displays the Race the Pro menu. Race the Pro offers you the chance to race various *NASCAR®* racing drivers in head-to-head action on their best tracks. The better the driver is at a certain track, the harder it will be to best his lap. Use the directional pad to scroll through the various drivers and tracks on which you wish to compete by highlighting the appropriate name.

Press the A button once you've made your selections. You'll start out at race speed heading for the Start/Finish line where you will find a ghost car image of the pro. From then on, it's head-to-head action as you Race the Pro. You can hit the START button at any time to Resume, Restart or Quit. After each race you can press the B button to exit to the replay of the race or press the A button to retry the same challenge.

SINGLE RACE

In Single Race mode, you'll get to race against a field of opponents in a single race while driving the *NASCAR®* racing driver's car of your choice. Single races can be set up by highlighting Single Race and pressing the A button.



Single Race Mode (Drivers Menu)

After selecting the Single Race feature, the Drivers menu screen appears and displays a list of available *NASCAR®* racing drivers. Use the directional pad to navigate through all the names. Press the X button to enter your name. Once you've decided on a driver, finalize your decision by pressing the X button.

NOTE: Although it may seem at first as if you are racing as the selected driver, you are instead driving his car. For example, if you choose Dale Jarrett, you will drive his car using the name you selected and you will be listed as the driver of that car in-race and on all Records screens. Since you would be in Jarrett's car, he would not be racing and his name would thus be left out of that race's lineup and finish standings.

Tracks Menu

After selecting a driver from the Drivers menu and setting your driving aids, the Tracks menu appears.

Use the directional pad to navigate through the full list of tracks.

Since *NASCAR®* often holds two races at each track, pressing the X button usually shows other events for the same track. For example, one event at Lowe's Motor Speedway is a 600-mile race held at night. Pressing the X button or Event icon reveals that a 500-mile race is also held during the day. Note that not all tracks offer two events; some, such as Phoenix International Raceway®, Watkins Glen International®, and Sears Point, only have one race per season.

Once you've found a track and event you want to race in, press the A button.

THE RACE WEEKEND MENU: SINGLE RACE MODE

Once you choose an event you advance to the Race Weekend setup menu.

The Race Weekend setup allows you to adjust the race parameters to your liking, so you can customize the upcoming race. Below are the setup options:

Opponent Strength: Overrides the Adaptive AI (a feature that dynamically adjusts the computer-controlled opponents based on how you drive). There are 5 Preset opponent difficulties consisting of Easy, Novice, Medium, Hard and Pro. An additional Custom option enables you to set the opponent's strength between 85% and 105% difficulty as you see fit.

Race Length: Modifies number of laps you run during a race.

Wear Factor: This will increase how quickly the tires wear and the gas is used.

Damage:

None – Your car will not take damage.

Light – Your car will take damage, but you will not notice the effects on your driving as much.

Full – This is what separates the rookies from the pros. If you plan on setting the damage to Full, be prepared to make some pit repairs.

Flags: None – no flags are thrown during the race. Black – cars may be black-flagged for serious infractions. All – the entire spectrum of *NASCAR® Heat*'s racing flags are used.

Pressing the A button will put you into the Pit Crew Chiefs chair. From here you can select the following options:

Practice: Choosing this allows you to take practice laps around the selected track.

Qualify: This is where you qualify for the upcoming race. You do not have to qualify, but if you don't, be warned that you will start at the back of the grid.

Happy Hour: This is that last chance to practice before the race. Use this time to test and adjust your vehicle settings.

Garage: Select this if you need to make some adjustments to your car's chassis, tires, gears, etc. See Chapter 3 for more information on the Garage features.



CHAMPIONSHIP MENU

Like setting up single races, championship seasons involve several menu screens. To start a racing season, you must first highlight Championship on the Main menu and then press the A button.

NOTE: If you have already begun a season, you will be asked "Do you want to continue?" If you want to restart your season, press the X button. If you wish to continue your current season, press the A button. This will take you to the Standings screen.

Drivers Menu (Championship Mode)

Pressing the A button advances you to the Drivers menu, discussed in the Single Race menu section, page 12. Use the directional pad to navigate and highlight the car you wish to use. Although the driver's photo will appear on the screen, you will not be racing as that particular driver, but rather will be driving that driver's car. For instance, if you select Jeff Burton from the driver index you will not assume Jeff's identity; instead, the name that you submitted as a Player Name will appear in the season standings. Jeff Burton will not, in this instance, appear in any season races. This is because you will be driving his car in all the Championship races.

After choosing a car, press the A button to advance to the next menu screen.

Setup Menu

The Championship Race Setup menu is slightly different than the one for Single Race mode. Unlike the former, the Championship Race setup parameters include a Season feature. Use the directional pad to adjust the season length. Options exist for Full, Medium and Short seasons. By default, the Season Type is set to Full. Specific information about other Setup features and their functions are listed on page 13. Once you're satisfied with the parameters, just press the A button. However, keep in mind that you will not be able to adjust these settings once you accept them by pressing the A button.

Standings Screen

After pressing the A button on the Championship Race Setup menu and after each race, the Standings screen will appear. This screen contains a roster of 2001 Championship season drivers, including points and finish statistics. Use the directional pad to navigate the list.

Next reveals the next event on your schedule. The B button returns you to the Main Screen; pressing the Y button displays the Options menu, which is discussed later in this chapter. To continue on in Championship mode, you must press the A button to advance to the Schedule screen.

The Schedule screen contains a roster of events, based on the 2001 season, arranged in chronological order, with the current Race Day event highlighted. Navigate through the events by using the directional pad.

To view the results of the event highlighted on the Schedule screen, press the X button. You'll see the Results screen, which shows driver statistics for the displayed event. Use the directional pad to view data for other events. Press the B button to return to the Schedule screen.

Press the A button to advance to the Race Day menu for the upcoming event, which is highlighted in the Schedule screen's event roster.

THE RACE WEEKEND MENU: CHAMPIONSHIP MODE

Practice, Qualify, Happy Hour and Race work the same way as those for Single Race mode, described on page 13.

Press the A button to start the event. When the race is over press the A button to exit the race and go to the Replay screen.

Multiplayer Racing

You must have one or more of three things active for Multiplayer to be selectable:

1. Two or more Xbox Controllers
2. An Xbox hooked up to another Xbox by an Xbox System Link Cable (see your Xbox Instruction Manual for details)
3. An Xbox hooked up via Ethernet to a hub (see your Xbox Instruction Manual for details)

If you have at least one of the above active, Highlight Multiplayer and press the A button, which will bring you to the Activate Controller screen (when two or more controllers are connected) or the Drivers Menu. From the Activate Controller screen, all intended players pull the right trigger on their controller. Press left or right on the directional pad to activate or deactivate your controller. Each selected controller icon moves to the right side of the screen. Once all desired controller icons are on the right side of the screen, any player can press the A button to move all players to the next screen.

Drivers Menu: Highlight the car you want to use and press the A button.

Driving Aids Menu: Choose the transmission and realism type. Press the A button to continue to the next screen.

This series of screens will repeat until all players have chosen their car and driving aids. Next, choose which type of multiplayer session you wish to participate in:

Head to Head – Split-screen mode for 2 to 4 players on a single Xbox. If only one controller is activated on the Activate Controller screen, this option will not be present.

Create link game – Choose this option to have your Xbox be the "server" (host) of the system link play session. Choose a track, then choose race parameters (difficulty of AI, race length, etc.).

(Player Name)'s game – This is only selectable if a player has already created a link game. If **No Link Games Found** is shown, this option will not be selectable, as there is no game to join.

Player Entry: All players who have joined the multiplayer session are shown, along with the race parameters. Once you (as the "host") are sure everyone has joined, press the A button to continue.

Race Day: All players practice/qualify and race.

NOTE: Single Race is the only type of race that can be run in multiplayer.

OPTIONS MENU

Options menus are available in the following menus: Main, Beat the Heat and Standings.

Sound: Selecting this option allows you to adjust the sound effects, music and spotter volume.

Controllers: Selecting this option will allow you to choose between 3 different pre-set controller configurations. Pressing the A button will display the Advanced Controls Screen. If other controllers are connected, they are also configurable.



ADVANCED CONTROLS SCREEN

Steering Sensitivity: Linear steering devices such as steering wheels or analog control sticks offer a full line of smooth, controlled circular motion created in the same motion as your hand(s) on the input device. For example, turning a joystick left in a 45-degree angle moves the car in the exact same motion and direction. The directional pad, however, is considered a digital or non-linear device. Although using the directional pad moves your car in the same range as a steering wheel and analog stick, the actual movements made by pressing the keys are not linear.

Instead, they consist of digital-controlled movement similar to turning a light switch on and off. Due to the nature of non-linear steering, movement can be jerky and hard to control. It's best if you test out the steering sensitivity after you adjust it and use the setting that feels most comfortable to you.

Deadspot: The higher the setting, the more of a deadspot the steering will have. At the lowest level, even the slightest movement of the controller left or right will be registered. A low setting will give you very fine control of the car, but may make the car feel a bit twitchy and hard to drive in a straight line. The higher the deadspot level, the larger the movement left or right on the controller required for the program to register the input. A high setting makes the car easier to drive in a straight line, but can make it harder to make small, subtle adjustments while steering.

Test: Press the X button to test your new steering settings. Press the Y button to restore the default settings.

Vibration: Turn the game's vibration function on and off by using the directional pad to highlight Vibration Enabled or Disabled.

CHAPTER 3: WRENCHING THE CAR

You'll never have to turn a cyber-wrench to go fast in the *NASCAR Heat™* game. But as a true racing fan, you're eventually going to want to check out the Garage feature.

THE GARAGE MENU

Selecting Garage from the Race Day menu displays the Garage menu. From this menu you may adjust your chassis, gearing, tire pressure, etc.

Customize your vehicle's setup from here, then press the Y button to save. The X button enables you to load those saved settings into the garage. There are slots for 2 pre-set vehicle settings and 3 custom slots for saving when you are finished adjusting your vehicle:

Default

Good basic setup. The car should be fairly stable and easy to control.

Advanced

Setup for expert drivers. The car is significantly less stable, but will also be faster if driven well.

Custom 1, 2, 3 – These are the save slots. Initially, they are the same as the default setup, but they can be adjusted to whatever setting you want.

NOTE: Loose (also known as oversteer) is the term used to describe a car when its rear tires slide toward the outside wall more quickly than the front. In other words, if your car wants to swap ends, it's loose. Some people also refer to this condition as oversteer.

Push (also known as understeer) is the opposite of loose. A car is pushing when its front tires slide toward the outside wall faster than the rear.



THE GARAGE INFORMATION SCREEN

The information screen displays information about components of your car and allows you to adjust them. To adjust settings, highlight the desired component and press the A button. Information about that component will appear in the information screen. To make adjustments to the components, use the arrow buttons in the information screen and changes to those components will be displayed in the component setup box. Let's take a look at the different setup boxes.

Weight

Selecting the yellow weight header displays information on the car's weight in the information window. The car's weight bias is adjusted using the sets of arrow buttons — labeled Front Weight, Left Weight and Wedge — within the smaller information window.

Front Weight measures the car's front weight bias. You'll normally want to keep this number close to 50%. If everything else is equal, the weighted end will tend to break loose first when cornering. Hence, if 51% of your weight is in the front, your front tires will tend to slide before the rear tires, causing your car to push/understeer.

Left Weight measures the car's left weight bias. On ovals you'll want to have more weight on the left. That makes it easier to go quickly through those left-hand turns. On road course you'll usually want to keep this weight evenly distributed.

Wedge is the amount of weight applied to each wheel on the car. When you add more wedge, it pushes the spring down harder on the wheel and changes the weight of the wheel. Therefore, the balance of the car changes. If the car is loose/oversteers, add more wedge to the right rear. Doing so will push the spring down and force the right-rear wheel and left-front wheel to tighten up. You do the opposite when the car is tight.

NOTE: On most road courses you'll want 50% wedge — both fronts equal and both rears equal. Some road courses, however, favor a bit of reverse wedge. If the road course has a preponderance of fast right-hand turns you may want to run the wedge above 50%.

NOTE: Both shocks and springs dampen the transfer of weight to the wheels and soften the ride of the car. Without springs or shocks, the wheels might instantly go from bearing no load at all to bearing 100% load. Such a car would be difficult, if not impossible, to control.

Shocks

Selecting the yellow Shocks header displays the shocks' information in the information window. The window displays two values per corner of the car: Bump and Rebound.

Bump is a measure of how quickly the shock compresses. The higher the number, the more the shock will resist compression and the stiffer the shock will be.

Rebound is a measure of how quickly the shock expands after it has been compressed. The higher the number, the more the shock will resist expansion and the stiffer the shock will be.

Adjusting shocks can cure many corner entry and exit problems. The higher the number for Bump and Rebound, the stiffer the shocks will be. If your car is loose/oversteers on corner entry, soften the right rear shock. If it pushes/understeers on corner entry, soften the right front. On most ovals a 1:3 Bump:Rebound ratio works well. Hence, if you soften Bump 10 pounds, you should soften Rebound 30 pounds. Road racing uses much closer to a 1:1 ratio.

Springs

Springs control the transition of load to the wheel. Stiffening a spring normally loosens the corner in question. For example, stiffening the right-rear spring may make the car a bit looser/cause oversteering on left-hand turns. If your car pushes/undershoots on corner entry, soften the right-front spring.

Tires

Selecting the Tire header displays the tire inflation information. Here you can raise and lower the tire pressures of all four car tires. To a degree tires are like less sensitive springs (or shock absorbers). Lowering the tire pressure is equivalent to softening the spring. Accordingly, lowering the tire pressure will give you more grip (and a bit more drag). If your car is loose/oversteering on the ovals, try lowering the right-rear tire pressure. Of course there's a limit to how low you can go. Anything below 26 pounds will cause the sidewall to soften, which in turn causes the tire to roll over on itself. That's not a good thing, so keep those pressures above 26 PSI.

NOTE: Take your car out on the track for ten laps, bring it in to the pits, and choose to change two or four of your tires. The three numbers next to each tire indicate current tire temperatures. They will go a long way toward telling you what is happening with your car. For example, if a tire's outside temperature is hotter than its inside temperature, the tire is under inflated. If the inside temperature is hotter than the outside temperatures, the tire is over inflated. If the outside tire temperature is higher than both the middle and inside temperatures, that wheel has too much positive camber.

Camber

If you took the body off a NASCAR® Winston Cup Series car and knelt directly in front of the bare chassis, you would notice that the tires are not perpendicular to the road. Each is canted a few degrees. This angle off perpendicular is the tire's degree of camber. If the top of the tire is closer to the chassis than the bottom, the tire has negative camber. If the top of the tire is further away from the chassis than the bottom, the tire has positive camber.

NASCAR® Winston Cup Series cars race with negative camber on their right side tires and positive camber on the left-side tires. Here's why. As the car thunders through the oval track turns, centrifugal force — coupled with the tires' adhesion to the track's surface — attempts to roll the cars onto their roof. The pivot point of the rolling motion (at least for our purposes) are the outside tires. So, if the right-side tires are slightly angled in, centrifugal force — working through the chassis — will straighten them and increase the tires' contact patch, ultimately enhancing the car's traction.

NOTE: Only a paperback-book-sized piece of the tire actually contacts the asphalt. This small area is called the "contact patch." Most chassis adjustments are aimed at maximizing the size of the contact patch. Camber is a good example. A vertical tire maximizes the patch; an angled tire does not. Consequently, camber changes are focused on ensuring that the tires are as close to vertical as possible when cornering. By the same token, the left-side tires — which are angled away from the chassis — are pulled toward the chassis. This makes them perpendicular to the track while cornering and increases their traction.

When racing road courses, both fronts (and to a lesser extent the rears) should have negative camber. Negative camber has its pros and cons. Although the negative camber ensures that the outside tire is nearly always vertical during a turn, the inside wheel only grips the track with the inside portion of the tire. Nevertheless, most of a car's weight is on the outside tires when cornering, so it is critically important that they maintain good contact with the road.

Gears

The gear ratio chosen has a direct effect on the car's speed. You may change the gear ratio for each gear or the overall gear ratio. The higher the individual gear ratios, the more quickly the car will accelerate, but the lower its top speed will be.

The final gear ratio is determined by considering both the final drive and the gear ratios listed. This drive is a convenient method to change your car's overall gear ratio. Note that since both individual gear ratios and the final drive determine the final ratio, adjusting the final drive affects acceleration and top speed in each gear.

Miscellaneous

Front Sway Bar

The thickness of the sway bar determines how stiff the chassis will be. To stiffen the chassis, use a thicker sway bar. This will affect how much the car slides in a corner.

Rear Sway Bar

The thickness of the sway bar determines how stiff the chassis will be. To stiffen the chassis, use a thicker sway bar. This will affect how much the rear tires slide in a corner.

Brake Bias

This is a percentage indicator of how much force is applied to the front brake pads when squeezing your brakes. The front brakes do the majority of the stopping; accordingly, they should have a slight bias — such as 55%. Dialing in too much front brake bias is inefficient because the rear brakes won't do their share of the stopping. Too much rear brake bias will lock up the rear tires, usually resulting in a spin.

Spoiler Angle

Raising the spoiler angle creates more aerodynamic downforce at the car's rear. This reduces oversteer, but also adds drag, which slows the car's top speed. If you raise the spoiler you may need to change your gearing in order to get down the straights as quickly as possible.

Grille Tape

This window displays the amount of your grille covered by duct tape. Covering the grille with tape aerodynamically aids your car, but also raises your engine temperature. A hot engine is likely to blow, so there is a constant trade off between the aerodynamic aid given by the tape and the engine temperature. In general, it's wise to use as much tape as possible without overheating your engine.

Wheel Lock

This window indicates the degrees that the front wheels turn (from side to side). The higher the number, the sharper the corner your car may take. On road courses or short ovals you may need to go as high as 15-20 degrees.

Trim

As most tracks only contain left-hand turns, the shocks and springs on the right side of the car are stiffer than those on the left. This causes the car to pull slightly to the left. Use the trim adjustment to "calibrate" your controller to be slightly off center to the right in order to counter this tendency.

SETUP TIPS

Chassis adjustments are perhaps the most misused feature in all racing simulations. If not approached in a logical manner, tinkering with the car can do more harm than good. Here are a couple of tips to keep you on the straight and narrow.

The Car Isn't Slowing You Down

When in doubt refer to this first tip. If you find it difficult to drive, it's probably not your car's fault. The game's default setups are good; practice will make them perfect. Many cyber test drivers estimate that it takes 500 laps per track to learn to drive quickly. While this may be a little more time than most gamers have, at least drive through all of the challenges before entering the garage.

Change One Thing at a Time

Make one change at a time and then test it. If your car is loose/oversteers entering Martinsville's Turn One, lower the right rear tire pressure or soften the right rear shock, but don't do both at once. If you do, you'll never know which (if either) helped (or hurt).

Default Setting

If you find that you've made too many changes, you can reset all the component setups by pressing the X button, highlighting Default and pressing the A button while in the Garage.

Big Things First

Inexperienced tuners should change major things first (spoiler, sway bars and gear ratios). Their affect is felt more easily. This is the opposite of the manner in which a *NASCAR®* racing team works, but appropriate for new chassis tuners. Once you have experience deciphering the car's input, you may work on more subtle changes, such as shocks.

CHAPTER 4: A BRIEF HISTORY OF *NASCAR®* RACING

IN THE BEGINNING...

Auto racing was a growing phenomenon in the early 20th century American Midwest and South. While the Midwest held events in Indianapolis and Milwaukee, the South ran on rural Carolina dirt tracks and Florida beaches. Although popular, these stock car events lacked structure. One of the South's most notable racing promoters, William "Bill" H. G. France, sought to change that. France had a vision: to promote one main racing series, create a track schedule free of conflicts and establish a stock car points championship. He coordinated a number of affiliates together at Daytona Beach's Streamline Motel on December 14, 1947, and the National Association for Stock Car Auto Racing (*NASCAR®*) was born.

On February 15, 1948, *NASCAR®* racing held its first race, a modified stock car event, at Daytona Beach. Virginia native Robert "Red" Byron won the 149.6-mile event in Raymond Parks' 1939 Ford. Byron, who won 10 other races in '48, also was later crowned the organization's first national champion. Other racing greats, such as Marshall Teague, Tim Flock, Curtis Turner, and Buddy Shuman, joined Byron that inaugural season. Several female drivers were also on the circuit, including Ethel Flock Mobley, Sara Christian and Mildred Williams. Offering more than 50 races, thousands of dollars in prize money, and a diverse range of competition, *NASCAR®* racing officials deemed the season a success.

THE ROARING '50S

The '50s were a time of rapid growth and expansion. Major companies like Purolator, Goodyear Tire & Rubber Co., Pure Oil Company (the forerunner of Union 76), and Champion Spark Plugs were key sponsors and suppliers in *NASCAR®* racing's first full decade. Major automobile manufacturers also joined the racing organization's ranks. After Herb Thomas and Marshall Teague's success with Hudson Motor Company's Hornet, automakers such as Ford, Chevrolet, Pontiac, Chrysler and Oldsmobile supplied vehicles. European imports even entered stock car races when *NASCAR®* racing President Bill France sponsored the "International Stock Car Grand Prix" in 1953. The Langhorne Speedway (Pennsylvania) event featured both domestic and foreign vehicles, with Porsches and Jaguars racing alongside America's fastest stock cars.

It was an exciting time and some of *NASCAR®* racing's most famous tracks and drivers emerged in the 1950s. Darlington Raceway®, the first asphalt "superspeedway," opened in 1950. Meanwhile, Bill France dreamed of turning the swampy Daytona Beach course into a stock car racing Mecca. His vision, persistence, and hard work eventually

paid off when *NASCAR®* racing erected an immense superspeedway. In 1959 Daytona International Speedway® held its first race, a Convertible Division event won by Shorty Rollins. Lee Petty, of course, would win the first DAYTONA 500® (1959) in a classic finish, an appropriate beginning for the now world-famous track and event. In fact, the race was so close that it took France several days to sift through film and declare a winner. Petty was confirmed the victor, just nudging out runner-up Johnny Beauchamp. Petty, the father of Richard Petty, also took home the Grand National championship (now called the *NASCAR®* Winston Cup Series) that year. Marvin Panch, Glen Wood, Buck Baker, Bill Rexford, Fred Lorenzen, and Everett "Cotton" Owens were also major names on the circuit during the '50s.

FAST TIMES

Over the next two decades Bill France saw his dream blossom; *NASCAR®* racing emerged as the premier American motorsport. In 1961 the Firecracker 250 was the first national telecast of a *NASCAR®* race. And as the cameras started rolling, a slew of new racing stars took the sport by storm. Ned Jarrett, David Pearson, Cale Yarborough,

Glenn "Fireball" Roberts, Bobby Allison, Joe Weatherly, Buddy Baker, Lee Roy Yarbrough, and Benny Parsons were among the top drivers of this era. However, the most dominant force in the sport was a second-generation *NASCAR®* racing driver named Richard Petty. The North Carolina native collected a total of seven *NASCAR®* Winston Cup Series championships in the '60s and '70s. In his illustrious career "King Richard" — as he is affectionately called — posted 200 victories, 27 of those coming in his record 1967 season. America loves champions, and Petty no doubt played an integral role in *NASCAR®* racing's marketing success.

France would eventually pass his legacy on to his son William C. France in 1972. However, before he did, he made two more lasting contributions to *NASCAR®* racing. In 1969, France unleashed the longest track on the circuit, the 2.66-mile Talladega Superspeedway®. The fastest lap recorded in *NASCAR®* racing history came on this Alabama track; in 1987 Bill Elliot lapped TALLADEGA® at 212.809 mph. *NASCAR®* racing's largest sponsorship also came under France's tenure. The R. J. Reynolds Company announced in 1970 the most famous marketing decision in sports history. Reynolds and *NASCAR®* agreed to rename the Grand National racing division the *NASCAR®* Winston Cup Series. The new sponsorship and faster tracks, along with a horde of new talent, quickly made *NASCAR®* racing the major racing series in the United States.

THUNDER ROADS

During the '80s and '90s, *NASCAR®* racing continued to grow by leaps and bounds. Several new tracks joined the *NASCAR®* Winston Cup Series and Busch Grand National schedules, most notably Sears Point Raceway, Texas Motor Speedway, and Phoenix International Raceway®. Television deals began becoming commonplace in the '80s. Annual coverage of the DAYTONA 500® made it the most watched motorsport event in America. Attendance at *NASCAR®* racing events grew at a record pace, too. According to Goodyear, total attendance at *NASCAR®* Winston Cup Series races in 1999 was nearly seven times what it was in 1980, making it the largest spectator sport in the United States.

Close competition, classic finishes, and a number of personalities have contributed to *NASCAR®* racing's rapid expansion. Dale Earnhardt, Terry Labonte, Rusty Wallace, Mark Martin, Dale Jarrett, Bill Elliott, and Darrell Waltrip became household names during these two decades. Moreover, a new breed of drivers is emerging today, taking *NASCAR®* into the new millennium. Jeff Gordon, Ward Burton, Bobby Labonte, Dale Earnhardt Jr., Matt Kenseth, Jeremy Mayfield and Steve Park are the inheritors of a tradition that spans over fifty years. And the way these young drivers are performing, it looks as if both they and *NASCAR®* racing have a bright future. All in all, not a bad ride for a dream that began on the swampy beaches of Florida. Here's to yet another half century of great racing! May they be as exciting and wild as the first.



NASCAR® WINSTON CUP SERIES CHAMPIONS

2000 – Bobby Labonte
1999 – Dale Jarrett
1998 – Jeff Gordon
1997 – Jeff Gordon
1996 – Terry Labonte
1995 – Jeff Gordon
1994 – Dale Earnhardt
1993 – Dale Earnhardt
1992 – Alan Kulwicki
1991 – Dale Earnhardt
1990 – Dale Earnhardt
1989 – Rusty Wallace
1988 – Bill Elliot
1987 – Dale Earnhardt
1986 – Dale Earnhardt
1985 – Darrell Waltrip
1984 – Terry Labonte
1983 – Bobby Allison

1982 – Darrell Waltrip
1981 – Darrell Waltrip
1980 – Dale Earnhardt
1979 – Richard Petty
1978 – Cale Yarborough
1977 – Cale Yarborough
1976 – Cale Yarborough
1975 – Richard Petty
1974 – Richard Petty
1973 – Benny Parsons
1972 – Richard Petty
1971 – Richard Petty
1970 – Bobby Isaac
1969 – David Pearson
1968 – David Pearson
1967 – Richard Petty
1966 – David Pearson
1965 – Ned Jarrett



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